



**2015**

# Lakota Thunderhawks Regional Team Tournament Information Packet



## Table of Contents

Tournament Date, Time, Location and Contact .....	2
Basic Schedule .....	2
Directions .....	3
Parking .....	3
Food .....	3
Dress .....	4
Team Size .....	4
Friday Team Check In .....	4
Friday Judging .....	5
Robot Design Judging .....	5
Project Judging .....	5
Core Values Judging .....	6
Saturday Robot Game Information .....	6
Pit Area .....	6
<a href="#"><u>Coaches' Meeting</u></a> .....	7
Opening Ceremony .....	8
Spectators .....	8
Robot Game .....	8
Unofficial elimination rounds (for fun only) .....	9
Awards .....	9
Championship Advancement .....	10
What is Gracious Professionalism®? .....	10
Tournament Cancellation Policy .....	10
Competition Day Check-List .....	11

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# Lakota Thunderhawks Regional FLL® Qualifier

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## Tournament Date, Time, Location and Contact

**Date:** December 11, 4:45pm to 9:10pm, and December 11, 8:00am to 4:15pm, 2015

**Location:** Lakota East Freshman Campus

7630 Bethany Lane, Liberty Township, Ohio 45044

## Basic Schedule

**Friday, December 11, 2015 (Closed to the Public)**

**4:45 – Team Registration Begins**

**5:15 – Core Values, Project and Robot Judging Begins**

**9:20 – Core Values, Project and Robot Judging Ends**

**Saturday December 12, 2015 (Open & Free to the Public)**

**8:30 – Doors and Pits open**

**9:10 – Mandatory FLL coaches meeting**

**9:30 – Opening ceremonies**

**– Parade of Teams**

**10:10 – FLL Practice Matches begin – Judge Observations**

**11:10 – FLL Matches begin**

**12:00 – Lunch**

**2:00 – Elimination tournament begins**

**3:45 – Closing ceremonies / Awards**

**– Parade of Teams**

## Tournament Director

**Mike Fullington** fullington.mike@gmail.com **513 668 8086**

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## Directions To Lakota East Freshman School

Lakota East Freshman School is located at 7630 Bethany Lane, Liberty Township, Ohio 45044

### Directions from Interstate 75:

Exit #24, Route 129 West.  
West on Rt. 129 to Cincinnati-Dayton Road. (Exit #24).  
Turn right (north) on Cincinnati-Dayton Road.  
Turn right on Bethany.  
Turn left into the school.

Please note: the Freshman Campus is approximately one block North of Lakota East High School

## Parking

Ample parking is available on the south east side of the school. Teams may briefly stop in front of the school entrance to unload any large items. Please be sure to move your car immediately after unloading.

## Food

Concessions are provided by our Lakota Robotics Boosters club. Your patronage is much appreciated – all proceeds go to support this tournament and area robotics programs. Breakfast and lunch items will be available for purchase on Saturday. Outside food can be brought into the cafeteria, but teams should not leave for lunch – there simply isn't enough time to go out and get back. No food or drink can be brought into the gymnasium. To help our concessions move along, teams are encouraged to eat lunch as soon as possible after their last pre-lunch match is completed – this helps to avoid a rush and long lines. For more information about concessions, please contact Robin James at [boosters@lakotarobotics.com](mailto:boosters@lakotarobotics.com).

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## Dress

Dress for all teams is casual. In fact, we encourage your team to adopt a fun and unique team identity, which allows others to understand something about your team, your engineering experience, or your Project. Think smart marketing! Remember to **HAVE FUN!**

## Team Size

The maximum number of children on your team is 10. All members of your team must be between the ages of 9 and 14 years (in the United States, Canada, and Mexico), or between the ages of 9 and 16 years Outside North America. For the upper limit, no student can be older than 14 years of age (or 16 years of age outside North America) as of January 1, 2014 to be eligible to compete in the FLL WORLD CLASS<sup>SM</sup> Challenge season.

## Friday Team Check In

Team check in will be Friday evening, one half hour prior to your judging session (judging begins at 5:15, 5:30, 7:45 or 8:00pm – please check your team's specific schedule) starting at 4:45pm. There is no check in required on Saturday.

Coaches must submit the following for their teams to the Team Check In Volunteers:

- **Team Roster (for United States and Canadian Regions):** Download your team roster from the Team Information Management System (TIMS) website, print a copy, and bring it to Team Check In. Staple additional [FIRST® Consent and Release Forms](#) to the Team Roster for any team member or coach who does not have an electronic consent form on file. A FIRST Consent form is required for every team member, coach, and mentor who will be with the team during the competition day.
- [Team Information Sheet](#): Please bring four copies of this form – one to turn in at Team Check In, and one for the Robot Design Judges, one for the Core Values Judges, and one for the Project Judges. Your team will deliver the Team Information Sheet to each of your judging teams when you attend your judging sessions.

Your team will receive the following at Team Registration:

- **Schedule of Events and/or a Program Book:** Your team will be provided information about the tournament day, including a competition schedule.
- **Team Access Passes:** Teams are recognized by their shirts, we do not use badges or buttons. But remember only team members, and two adult coaches or mentors are allowed in the pit area during the competition, even if your team works with more than two coaches and mentors. Your team will need to decide what two adults will be spending the day with the students. **NOTE: At least one adult coach is required to supervise the team at all times during the tournament.**

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## Friday's Judging

Team judging begins at 5:15, 5:30, 7:45 or 8:00pm on Friday, please note the particular time scheduled for your team. Your team should check in 30 minutes prior to your first scheduled judging session. Each team will be judged within a judging block. Your team will spend ten (10) minutes with a set of judges, have 20 minutes to regroup, spend ten (10) minutes with the second set of judges, have 20 minutes to regroup, and spend ten (10) minutes with your final set of judges.

Only team members and one (1) coach will be allowed into the judging rooms. One team coach will be permitted to videotape the judging session; however, that adult should remain in designated areas. Nobody from the team should stand behind the judges. Coaches should be silent observers of the judging process and refrain from influencing the session in any way. If you choose to use a PowerPoint presentation, you will have to use your own computer. You will also need your own projector and screen if you want to enlarge the presentation. The judging schedule is tight. You must be on time for your judging sessions.

***All cell phones (team members & coaches) must be turned off during the judging sessions.***

The following outlines what you can expect in each of the judging sessions.

## Robot Design Judging

In the Robot Design Judging area, your team will find a competition table, mat, and field set. The team can use the FLL WORLD CLASS<sup>SM</sup> field for explanation and/or demonstration purposes. During this session, your team will spend ten (10) minutes with the judges. The team should be prepared to present your **Robot Design Executive Summary** (as outlined in the Robot Design Executive Summary document), which should last no longer than four (4) minutes, to allow for the judges to ask your team questions. You may offer to leave an RDES / robot design binder with the judges. This material will be returned to you at the closing ceremonies. ***You must bring your robot, its manipulators, and a diagram or a printout of your programming to Robot Design Judging!***

## Project Judging

Your team will spend ten (10) minutes with the judges. Your team will have five (5) minutes to deliver your Project presentation to the judges – this includes set-up time; the last five (5) minutes are reserved for the judges to ask questions. This presentation should be rehearsed and polished. The judges will wait until your presentation is over to ask questions. Please stick to the five (5) minute time limit! Props and costumes are permitted, and judges will look for creativity in the presentation style. A standard 110v outlet will be available in the Project Judging Room for your AC powered devices.

Remember, to be eligible for a FLL WORLD CLASS Project award, your team needed to choose a topic and find out how people currently learn about it, create an innovative solution that improves the learning experience, and share that improvement with others.

For questions about the Project, visit the [Judging FAQ](#) on the FIRST LEGO League website.

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## Core Values Judging

Your team will spend ten (10) minutes with the judges. During the first five (5) minutes, your team will be given a surprise teamwork activity to complete in front of the judges. The judges will be looking for evidence of your team dynamics: How well does your team communicate? Do they respect each other? Do they incorporate each other's ideas into the solution? Does your team have leaders? Do they incorporate elements of Gracious Professionalism® in the way they communicate with each other? Are they able to solve the problem and complete the task?

After the activity, your team will spend no more than two (2) minutes sharing their Core Values Poster with the judges.

The final three (3) minutes are reserved for the judges to ask the team questions about the activity, the poster and/or the season.

For information about [all judged areas](#), reference the FLL website.

## Friday Pit Access

You might be able to leave your larger items in your pit area Friday evening, depending on how far along we are with setup. Please ask at the gymnasium door prior to entering. The building will be secure overnight, but please do not leave any expensive items (robot, laptops, etc) overnight.

## Saturday Robot Game Information

### Pit Area

The Pit is where your team will spend most of the time. This is where you will work on your robot and programming. This is also the area where you can enjoy downtime with your team, get to know other teams, see their robots, and find out about their Projects. Your team will have access to:

- One standard-sized table
- At least six (6) chairs
- Electricity – Power will be provided for your pits. Do not connect any additional power strips/ext cords in your pits without authorization from the pit/teams coordinator. We must regulate the power distribution. There will be technical people on-hand to assist you if needed. The pit area will be located in the gymnasium. Do not affix any adhesive tape to the floor for any reason!

We recommend that you bring the following for your team to have in the Pit Area:

- A bin or large bags (ie trash bags) to store personal belongings, like coats, under your table
- Your robot and all your robot supplies (attachments and additional building pieces)
- Your laptop computer and power cord
- One power strip

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- A box or small bin to carry your robot and attachments to and from the competition area
- A team display board (or feel free to set up your Core Values poster for display)
- A team banner or other team sign – to hang from your pit table and carry for Opening & Closing Ceremonies
- Games (there will be long periods of downtime – bring some small games that the team can play when things are slow)
- Items to share with other teams (optional) – At many tournaments, teams bring something little that says something about their team that they can share with other teams (ex. A team might pass out Kiss candies with a note to remind teams about the K.I.S.S. principle, “Keep It Simple, Silly.”) Or whatever else you would like to share that says something about your team, your school, your project, your robot, etc.

Some Pit Area Rules for you to keep in mind:

- Coaches should NEVER work on the robot, the attachments or the robot programming. In fact, coaches should refrain from handling the robot, attachments or the computer – save your internet surfing for another time. **NOTE: If your team encounters technical difficulty, let someone at the tournament know so that the officials at the event understand why a coach might need to handle a robot or work on the computer.**
- Remember to be Gracious Professionals® when using the practice table:
  - Be mindful of your time and other teams’ needs (In the event that another team has a crisis with their robot - robot repairs, loss of firmware, etc.- please be courteous and allow a team facing a crisis to use your practice time).
  - Reset the practice field for the next team
  - Make sure you check that you do not take a mission model from the practice field
  - Offer help to teams that may need it!

## Coaches’ Meeting

The Coaches’ Meeting will be held in the **Competition Area at 8:40 AM**. At least one team coach should attend this meeting. Make sure that another coach or mentor is assisting the team to set up their pit area during this time. At this meeting, your team’s coach will have the opportunity to:

- Meet the Tournament Director
- Meet the Head Referee
- Understand the flow pattern through the competition area
- Ask judging-related questions
- Ask robot game questions
- Ask any other tournament-related question

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## Opening Ceremony

On Saturday, doors and pits open at 8am, at 9am, please join us for the Opening Ceremony! This is a fun celebration to open the spectator portion of the event. The ceremony will begin with a Parade of Teams – bring your team banners or signs (if you have them) and your team spirit! After this ceremony, you will be ready to tackle the Robot Game!

## Spectators

Friday evening's judging portion of the event is closed to the public. Thank you for respecting this policy.

All of Saturday's events are free and open to the public. The robot game will start at 9:40am. Please remember to respect the Team Only areas – the competition floor area (the area where teams queue and compete) and the judging area.

## Robot Game

Your team is responsible for knowing and understanding the FLL WORLD CLASS<sup>SM</sup> Robot Game. All of the game documents can be found on the FLL website.

You are required to know the following for the robot competition: Field Setup, Rules, Missions, and Robot Game Updates.

**Housekeeping:** You will have a table in your pit area to use as a base of operations. You must bring your own computer. Power will be provided for your pits. Do not connect any additional power strips/ext cords in your pits without authorization from the pit/teams coordinator. We must regulate the power distribution. There will be technical people on-hand to assist you if needed. The pit area will be located in the gymnasium. Do not affix any adhesive tape to the floor for any reason!

There will be Pit Area guards to make sure that only team members are allowed to enter. They are not, however, responsible for lost or stolen items. Please do not leave expensive equipment unattended.

**Coaches:** Two coaches will be permitted to join the team on the competition floor, but you must stay behind the line with the team and refrain from actively directing the team during the game. Please do not touch or handle the robot or attachments during this time. Consider yourselves spectators with the best spot in the house to watch the game.

Your team will participate four (4) times at the competition tables – the Robot Game will begin with a Practice Round. The purpose of the Practice Round is to give your team the opportunity to experience the queuing process, competition timing, and of course, to get rid of some of those nerves. This Practice Round is just that – a practice – and it does not count, even if this is the best round your team has at this tournament. Your Robot Performance score is the highest score your team achieves out of the three official rounds.

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***NOTE: Remote controls are not allowed anywhere at this tournament (This includes Smartphone applications that enable you to control your robot remotely). Bluetooth may not be used. Your team could be disqualified if you are found remotely controlling your robot anywhere during the competition or if your Bluetooth is enabled in the competition area!***

Make sure you are ready to compete at least ten (10) minutes prior to your scheduled robot round. We will have team escorts to help queue your team. Remember to respect the referees and the other teams – and **HAVE FUN!**

## Eliminations

A just for fun single elimination tournament between the TOP 16 Teams will be conducted after the official robot game rounds are completed. This is our way of bringing a little bit of the FRC Competition to the FLL World (and gives our judges time to deliberate). The Elimination rounds do not count towards a team's eligibility for State Championship advancement or towards the Champions award.

## Awards

The following awards will be presented at this tournament:

### Official FIRST awards

- Champion's Award
- Mechanical Design Award
- Programming Award
- Strategy & Innovation Award
- Robot Performance Award
- Research Award
- Innovative Solution Award
- Presentation Award
- Inspiration Award
- Teamwork Award
- Gracious Professionalism Award
- Judges Award
- Thunderhawks Regional Ambassador Award (if applicable)
- Coach/Mentor Award
- Volunteer of the Year

### Thunderhawks Regional Awards

- Elimination Winner
- Elimination Finalist

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## Championship Advancement

This event has 6 Invitations to the iSPACE District tournament, which will be held on the Scarlet Oaks campus on January 16, 2016. Advancement is based on [Champion's Award](#) criteria.

## What is Gracious Professionalism®?

Gracious Professionalism® is part of the ethos of *FIRST*. The idea and phrase are found throughout *FIRST*, but no one has been a stronger champion than *FIRST* National Advisor, Woodie Flowers. "Gracious Professionalism is a way of doing things that encourages high-quality work, emphasizes the value of others, and respects individuals and the community. With Gracious Professionalism, fierce competition and mutual gain are not separate notions. Gracious professionals learn and compete like crazy, but treat one another with respect and kindness in the process."

We expect all of the team members, volunteers, coaches, and families to behave as Gracious Professionals.

## Tournament Cancellation Policy

The Thunderhawks Regional will only be canceled or delayed due to causes and conditions beyond the tournament organizers' control, including, but not limited to, venue closures, Acts of God, government restrictions, and/or any other cause beyond the tournament organizers' control. In the event of inclement weather, the tournament will be canceled if Butler County is under a Level 3 Snow Emergency. Please refer to local news and radio for current county advisories. If possible, the tournament will be moved to a new venue or rescheduled for a future date. If the event cannot be moved to a new location or rescheduled, advancement to the iSPACE District will be determined by lottery.

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## Summary and Checklist

### Basic Schedule

**Friday, December 11, 2015 (Closed to the Public)** Judging is complete 1 hr after start time

- 4:45** – Team Registration Begins
- 5:15** – First set of teams - Core Values, Project and Robot Judging begins
- 5:30** – Second set of teams - Core Values, Project and Robot Judging begins
- 7:45** – Third set of teams - Core Values, Project and Robot Judging begins
- 8:00** – Fourth set of teams – Core Values, Project and Robot Judging Begins

**Saturday December 13, 2014 (Open & Free to the Public)**

- 8:00** – Doors and Pits open
- 8:40** – Mandatory FLL coaches meeting
- 9:00** – Opening ceremonies, Parade of Teams
- 9:40** – FLL Practice Matches begin – Judge Observations
- 10:30** – FLL Matches begin
- 12:00** – Lunch
- 1:30** – Elimination tournament begins
- 3:45** – Closing ceremonies / Awards / Parade of Teams

**Tournament Director -Mike Fullington** fullington.mike@gmail.com **513 668 8086**

**Directions** - Lakota East Freshman School 7630 Bethany Lane, Liberty Township, Oh 45044

I-75 Exit #24, Route 129 West.

West on Rt. 129 to Cincinnati-Dayton Road. (Exit #24).

Turn right (north) on Cincinnati-Dayton Road.

Turn right on Bethany.

Turn left into the school.

Please note: Freshman Campus is approximately one block North of Lakota East High School

### Competition Day Check-List

	<b>Team Roster for teams competing in United States and Canadian regions</b>
	<b>Team Information Sheets (Four (4) copies) 1 to registration, 1 to each judging room</b>
	Robot, attachments, extra parts
	Fresh batteries/spare batteries/rechargeable battery charger
	Computer and battery (if available) and power cord
	USB download cable ( <b>Bluetooth use is NOT permitted at the tournament</b> )
	Power strip
	Box to carry robot to competition field
	Provisions for lunch (check with Tournament Director for options)
	Bin to hold personal and team items (coats, games, etc.) to fit under Pit table
	Project judging materials, props, and displays
	Core Values Poster
	Graphics / RDES showing programming strategy for Robot Design Judging, program printouts
	Team games or activities for downtimes (optional)
	Team Banner or poster to carry for ceremonies or for Pit space (optional)
	Team Giveaways (optional)

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